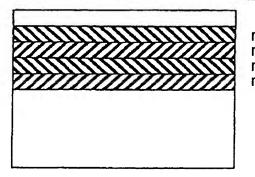
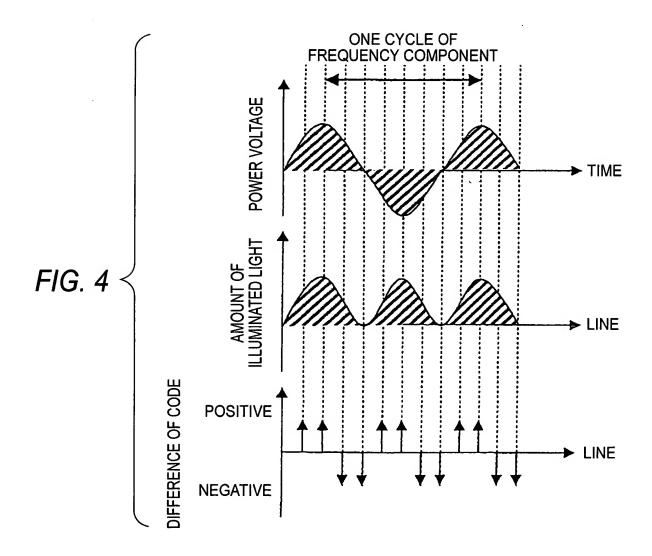


FIG. 3

INTEGRATION BY INTEGRATING MEANS

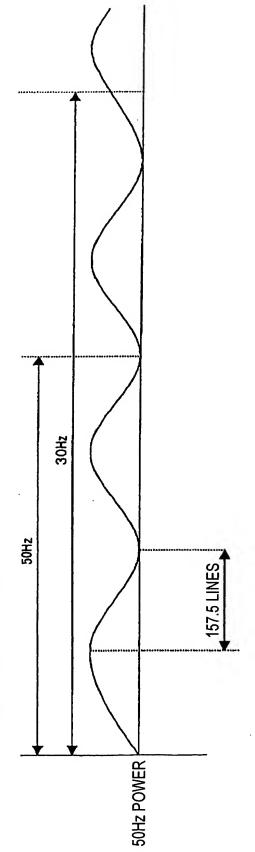


n-1 LINE SUMn-1 n LINE SUM n+1 LINE SUMn+1 n+2 LINE SUMn+2





FRAME RATE 30Hz NUMBER OF LINES OF ONE SCREEN 1050 LINES POWER FREQUENCY 50Hz



HORIZONTAL SYNCHRONIZING FREQUENCY = (FRAME RATE) x (NUMBER OF LINES)

 $= (30Hz) \times 1050$

= 31500Hz

FLICKER CYCLE = (NUMBER OF CODE CHANGE POINTS FOR ONE CYCLE) x (POWER FREQUENCY) $= \frac{(31500 \text{Hz})}{4 \times (50 \text{Hz})}$ = 157.5 LINES

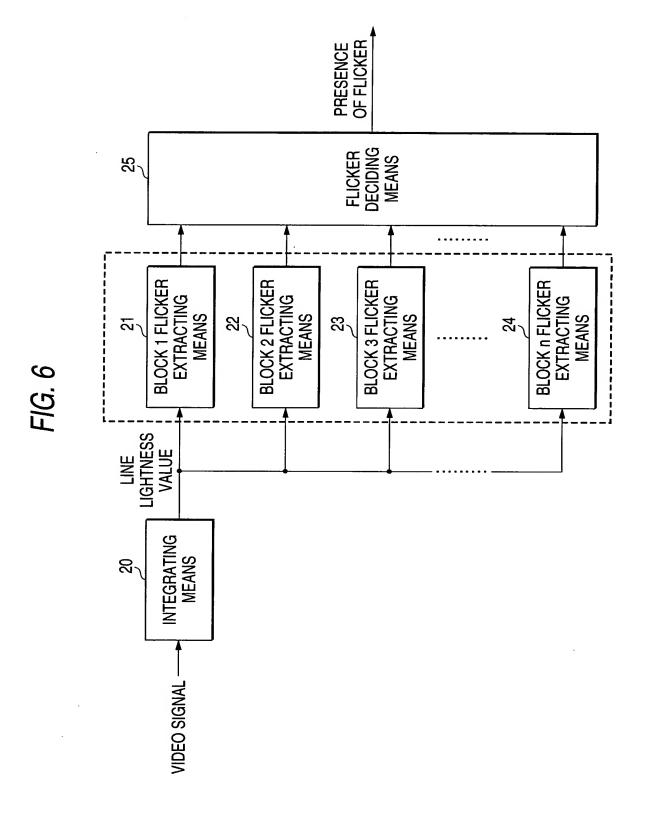
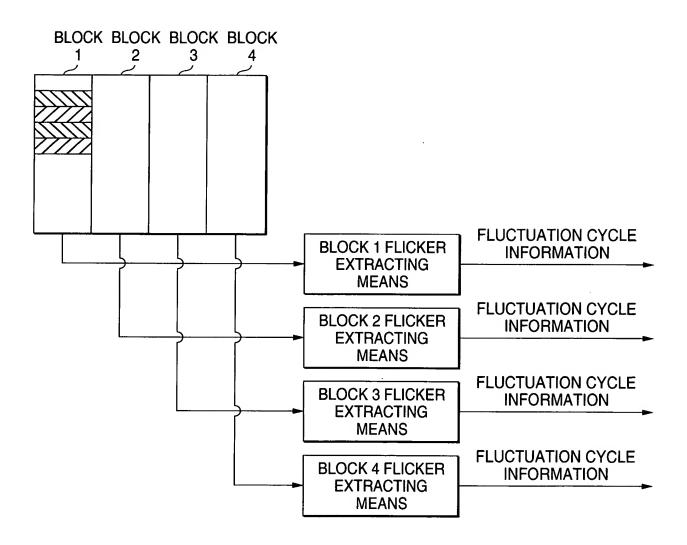


FIG. 7



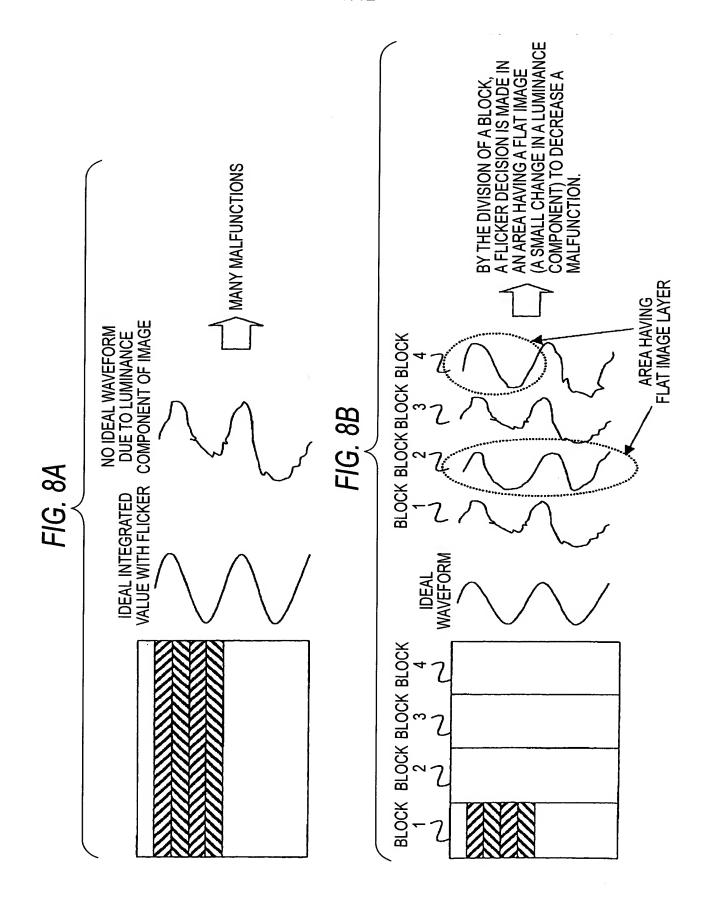
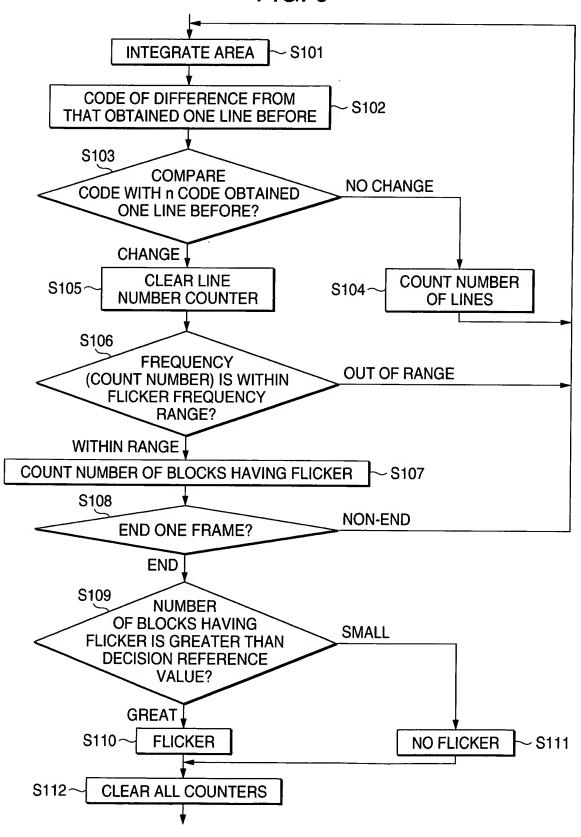


FIG. 9



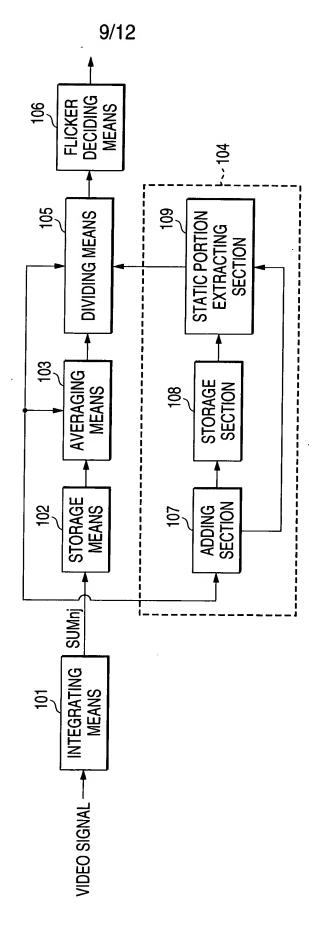
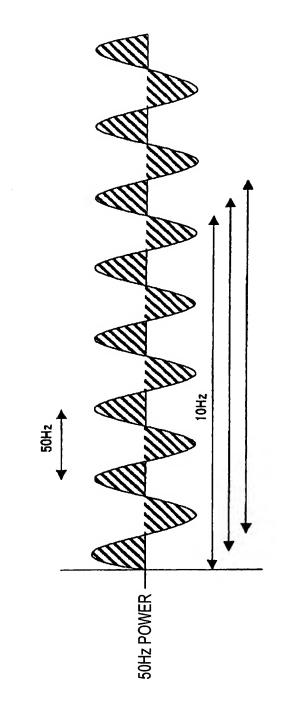
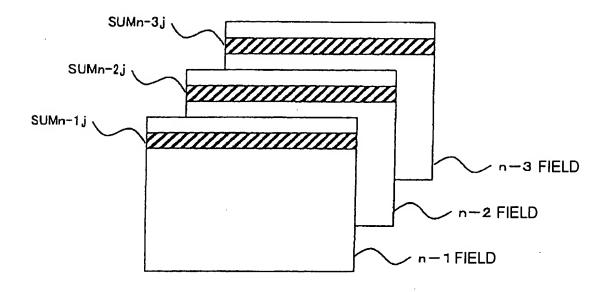


FIG. 10



IN THE CASE IN WHICH A FRAME RATE IS 30H2 AT A POWER OF 50H2, AN INTEGRATION OF THREE FRAMES (10Hz) IS EQUIVALENT IRRESPECTIVE OF THE SAMPLING IN ANY TIMING. THEREFORE, IT IS POSSIBLE TO REMOVE A FLICKER COMPONENT BY THE INTEGRATION OF THREE FIELDS.

FIG. 12

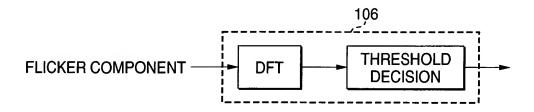


A SIGNAL OBTAINED BY AVERAGING A PREDETERMINED AREA CORRESPONDING TO A PLURALITY OF FRAMES (THREE FRAMES IN A CONVENTIONAL EXAMPLE) HAS NO FLICKER COMPONENT

AVEnj = (SUMn-1j + SUMn-2j + SUMn-3j) / 3

FIG. 13

FLICKER COMPONENT = SUMn-1j /AVEnj



DFT (DESCRETE FOURIER TRANSFORM) X (ω) = 1/2 π · \int x (t) e -i ω t dt OR DFT CONVERSION TABLE